RESOLUTION NO. R-2010-1461

A RESOLUTION ALLOCATING TO WASHINGTON COUNTY ("COUNTY") UP TO \$4,000,000 OF WASHINGTON COUNTY'S RECOVERY ZONE ECONOMIC BOND ALLOCATION RECEIVED PURSUANT TO THE AMERICAN RECOVERY AND REINVESTMENT ACT OF 2009 FOR THE PURPOSE OF CONSTRUCTING A NEW JUSTICE CENTER

WHEREAS, Washington County ("County") has received an allocation to issue conduit financing of Industrial Development Bonds for qualified not-for-profit entities and profit entities; and

WHEREAS, the County has requested an allocation of up to \$4,000,000 of Washington County's recovery zone economic development bond allocation received pursuant to the American Recovery and Reinvestment Act of 2009 for the purpose of constructing a new Justice Center ("Allocation"); and

WHEREAS, the Allocation to the County will provide jobs and economic stimulus in Washington County; and

WHEREAS, it is in the best interest of the citizens of Washington County that the County receive the Allocation.

NOW, THEREFORE, at a regular meeting of the legislative body of Washington County, Utah, duly called, noticed, and held on the 15th day of June 2010, upon motion duly made and seconded, it is unanimously resolved as follows:

- 1. Washington County hereby allocates to the County up to \$4,000,000 of the County's recovery zone economic development bond allocation received pursuant to the American Recovery and Reinvestment Act of 2009 to issue Recovery Zone Economic Development Bonds to Washington County to finance the construction of a new Justice Center.
- 2. Any of the Allocation that is not used by the County by July 31, 2010, shall automatically revert back to Washington County.

VOTED UPON AND PASSED BY THE WASHINGTON COUNTY COMMISSION AT A REGULAR MEETING THE WASHINGTON COUNTY COMMISSION HELD ON THE 15^{TH} DAY OF JUNE 2010.

WASHINGTON COUNTY

JAMES J. EARDLEY, Chair

Washington County Commission

ATTEST:	
Kim M. Hafen Washington County Clerk-Audi	itor
	Commissioner Eardley voted
	Commissioner Gardner voted
	Commissioner Drake voted